# SysCall Wrappers

**CS3500 Course Project** 

**Group 3** 

Week-2 Report

# File I/O Wrappers

#### • <u>Logger</u>

- Logs messages for various file operations (write, close) including timestamps and details
  about the operation (e.g., bytes written, file descriptor closed)
- **Handles errors by logging** appropriate error messages when operations like closing a file descriptor fail.

#### • <u>Safe open</u>

- Checks if the file exists when the mode is "r" (read).
- If the file does not exist, then prints the first directory/file in the file path that it could not access.
- o If the file exists, then attempts to open the file with the specified mode using fopen. If the file cannot be opened, it prints an error message and exits the program.

#### • Safe read

- Checks if the requested byte count is greater than the file size and handles errors during the read operation by printing appropriate error messages.
- Attempts to read a specified number of bytes from a file descriptor into a buffer and returns
  the number of bytes read or an error code.

\*All integrations to be done with master wrapper

### Process Wrappers

#### <u>Aditya Jain</u>, <u>Aditya Srivastava</u>, <u>Harsh Vardhan</u> <u>Daga</u>, <u>Shreyanshu Gurjar</u>

- Process Monitoring and Logging
  - The wrapper outputs start time, end time, and elapsed time of the process.
  - It also keeps a log of resource usage statistics such as CPU time, memory usage and context switches and also the exit status of the process.
  - Helps detect abnormal process behavior, such as crashes or long execution times.

#### Wait for all children

- The wrapper calls waitpid() on all the child processes of the calling process present in /proc/<PID>/task/<TID>/children directory.
- Automatic Reaping: Automates calling waitpid() on all child processes.
- Prevent Zombie Processes: Ensures no child process is left in a zombie state.

#### Custom Waitpid

- This wrapper adds a **timeout feature** and handles errors during the child process state change.
- o Implements a 5-second timeout, printing a message if the child process isn't finished in time.
- o It also reports the **termination status** of the child process, detailing how it exited.

### Process Wrappers

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- Process Cloaking Wrapper
  - Fork Wrapper with dlsym:
    - Intercepts fork() using dlsym(RTLD\_NEXT, "fork") to invoke the original function and execute custom actions in the child process.
  - Process Name Extraction:
    - Extracts the child process name from /proc/<pid>/stat and stores it in /home/reroot/Documents/hidden\_process.txt.
  - Read Hooking to Hide Processes:
    - Intercepts read() that are called by ps and compare data with process names in hidden\_process.txt. If a match is found, return 0 to hide the process.
  - File-Based Process Hiding:
    - Uses a text file (hidden\_process.txt) to track hidden process names and filter them during read() calls. If a match is found, then those processes are not printed to the terminal.
  - Output
    How to Test:
    - Run the program, make sure to use the makefile to ensure library linking, check ps or top to ensure the **child process is hidden**, and verify hidden\_process.txt for stored names.

## <u>Memory Wrappers</u>

- File tracker wrappers This is under memory as forgetting to close files can cause memory leaks
  - open\_and\_track: Opens a file and stores the file descriptor in the file manager struct
  - o close\_and\_untrack: Closes a file based on the file descriptor provided
  - o close\_all\_files: Closes all files in the file manager
- <u>SAFE MMAP</u>:- This is a wrapper to safely execute the mmap instruction and give an overview analysis of the logging and tracking details for easier debugging.
  - **log\_memory\_usage**:- To output to the terminal all the dynamic allocations used in the memory-mapped files and libraries region of the virtual address space of the current process.
  - **safe\_mmap:** This function is the one that calls the mmap system called and based on the error that mmap returned with in case of failure, logs the details and informs of the exact error that occured.

## <u>Memory Wrappers</u>

- <u>Aligned Mmap</u>: This is a wrapper for memory allocation that ensures the returned memory address adheres to a specified alignment requirement for optimal performance and compatibility.
  - Reserves a memory region larger than the requested size to ensure alignment.
  - Computes the aligned memory address by rounding up the base address using bitwise operations.
  - Stores the original base address in the memory just before the aligned pointer. This is crucial for correctly deallocating memory later.
- <u>Aligned Munmap</u>: This is a **wrapper for deallocating memory** allocated by aligned\_mmap, ensuring the correct base address is used to prevent errors.
  - Retrieves the original base address stored before the aligned pointer.
  - Calculates the total size of the memory region allocated during aligned\_mmap.
  - Calls munmap with the original base address and the total size.